

WHAT IS CLAIMED IS:

1 1. A computer-implemented method for managing distribution of games, the method
2 comprising:
3 receiving a first E-mail game on a server located at a server site;
4 storing the received first E-mail game at the server site with a previously
5 stored second E-mail game;
6 providing access to the first and second E-mail games for retrieval; and
7 sending the first E-mail game, if requested by a first player, to a first game
8 player site for initiating an instance of the first E-mail game.

1 2. The computer-implemented method of claim 1 further comprises:
2 receiving a file on the server from the first game player site, the file including
3 data representing a first game move associated with an initiated instance of the first
4 E-mail game;
5 producing an E-mail message that includes data representing the first game
6 move applied to the initiated instance of the first E-mail game; and
7 transmitting the E-mail message to a second game player site to initiate a
8 second game move of the initiated instance of the first E-mail game by a second
9 player.

1 3. The computer-implemented method of claim 1, wherein the first E-mail game is
2 received from an E-mail game developer site.

1 4. The computer-implemented method of claim 1, wherein the first and second E-
2 mail games are stored on a storage device storing multiple E-mail games.

1 5. The computer-implemented method of claim 2, wherein the file uses hypertext
2 transfer protocol (HTTP).

1 6. The computer-implemented method of claim 2, wherein the file includes
2 extensible markup language (XML).

1 7. The computer-implemented method of claim 2, wherein the file includes a
2 message from the first player for delivery to the second player.

1 8. The computer-implemented method of claim 2, wherein the file identifies the
2 second player.

1 9. The computer-implemented method of claim 2, further comprising:
2 storing the first game move applied to the initiated instance of the first E-mail game
3 on a storage device in communication with the server.

1 10. The computer-implemented method of claim 2, wherein the E-mail message
2 includes an invitation for the second player to participate in the initiated instance of the first
3 E-mail game.

1 11. The computer-implemented method of claim 2, wherein the E-mail message
2 includes an advertisement for displaying to the second player.

1 12. The computer-implemented method of claim 2, wherein the E-mail message
2 includes the state of the initiated instance of the first E-mail game.

1 13. The computer-implemented method of claim 2, wherein the first E-mail game is a
2 turn-based E-mail game.

1 14. The computer-implemented method of claim 2, wherein the first game move
2 applied to the initiated instance of the first E-mail game is displayed at the second game
3 player site based on receipt of the E-mail message.

1 15. The computer-implemented method of claim 1 further comprises:
2 receiving a file on the server from the first game player site, the file including
3 data representing a first game move associated with an initiated instance of the first
4 E-mail game;
5 producing an E-mail message that includes data representing the server being
6 ready to transmit an HTTP file that includes data representing the first game move
7 applied to the initiated instance of the first E-mail game; and

transmitting the E-mail message to a second game player site to initiate a second game move of the initiated instance of the first E-mail game by a second player.

16. A computer program product, tangibly embodied in an information carrier, for managing distribution of games on a computer, the computer program product being operable to cause a machine to:

receive a first E-mail game file on a server at a server site;

store the received first E-mail game at the server site with a previously stored E-mail game file;

provide access to the first and second E-mail games file for retrieval; and

send the first E-mail game, if requested by a first player, to a first game player or initiating an instance of the first E-mail game.

17. The computer program product of claim 16, being further operable to cause a machine to:

receive a file on the server from the first game player site, the file including data representing a first game move associated with an initiated instance of the first E-mail game;

produce an E-mail message that includes data representing the first game move applied to the initiated instance of the first E-mail game; and

transmit the E-mail message to a second game player site to initiate a second game move of the initiated instance of the first E-mail game by a second player.

1 18. The computer program product of claim 16, wherein the first E-mail game is
2 received from an E-mail developer site.

1 19. The computer program product of claim 16, wherein the first and second E-mail
2 games are stored on a storage device storing multiple E-mail games.

1 20. The computer program product of claim 17, wherein the data file uses hypertext
2 transfer protocol (HTTP).

1 21. The computer program product of claim 17, wherein the data file includes
2 extensible markup language (XML).

1 22. The computer program product of claim 17, wherein the file includes a message
2 from the first player for delivery to the second player.

1 23. The computer program product of claim 17, wherein the file identifies the second
2 player.

1 24. The computer program product of claim 17, being further operable to cause a
2 machine to:

3 store the first game move applied to the initiated instance of the first E-mail game on
4 a storage device in communication with the server.

1 25. The computer program product of claim 17, wherein the E-mail message includes
2 an invitation for the second player to participate in the initiated instance of the first E-mail
3 game.

1 26. The computer program product of claim 17, wherein the E-mail message includes
2 an advertisement for displaying to the second player.

1 27. The computer program product of claim 17, wherein the E-mail message includes
2 the state of the initiated instance of the first E-mail game.

1 28. The computer program product of claim 17, wherein the first E-mail game is a
2 turn-based E-mail game.

1 29. The computer program product of claim 17, wherein the first game move applied
2 to the initiated instance of the first E-mail game is displayed at the second game player site
3 based on the receipt of the E-mail message.

1 30. The computer program product of claim 16, being further operable to cause a
2 machine to:

3 receive a file on the server from the first game player site, the file including
4 data representing a first game move associated with an initiated instance of the first
5 E-mail game;

6 produce an E-mail message that includes data representing the server being
7 ready to transmit an HTTP file that includes data representing the first game move
8 applied to the initiated instance of the first E-mail game; and

9 transmit the E-mail message to a second game player site to initiate a second
10 game move of the initiated instance of the first E-mail game by a second player.

1 31. A process for managing distribution of games comprises:

2 a process to receive a first E-mail game on a server located at a server site;

3 a process to store the received first E-mail game at the server site with a

4 previously stored second E-mail game; and

5 a process to provide access to the first and second E-mail game file for

6 retrieval; and

7 a process to send the first E-mail game, if requested by a first player, to a first
8 game site for initiating an instance of the first E-mail game.

1 32. The process of claim 31 further comprises:

2 a process to receive a file on the server from the first game player site, the file
3 including data representing a first game move associated with an initiated instance of
4 the first E-mail game;

5 a process to produce an E-mail message that includes data representing the
6 first game move applied to the initiated instance of the first E-mail game; and

7 a process to transmit the E-mail message to a second game player site to
8 initiate a second game move of the initiated instance of the first E-mail by a second
9 player.

1 33. The process of claim 31, wherein the first E-mail game is received from an E-
2 mail game developer site.

1 34. The process of claim 32, wherein the first and second E-mail games are stored on
2 a storage device storing multiple E-mail games.

1 35. The process of claim 32, wherein the file uses hypertext transfer protocol
2 (HTTP).

1 36. The process of claim 32, wherein the file includes extensible markup language
2 (XML).

1 37. The process of claim 32, wherein the file includes a message from the first player
2 for delivery to the second player.

1 38. The process of claim 32, wherein the file identifies the second player.

1 39. The process of claim 32 further comprising:
2 a process to store the first game move applied to the initiated instance of the first E-
3 mail game on a storage device in communication with the server.

1 40. The process of claim 32, wherein the E-mail message includes an invitation for
2 the second player to participate in the initiated instance of the first E-mail game.

1 41. The process of claim 32, wherein the E-mail message includes an advertisement
2 for displaying to the second player.

1 42. The process of claim 32, wherein the E-mail message includes the state of the
2 initiated instance of the first E-mail game.

1 43. The process of claim 32, wherein the first E-mail game is a turn-based E-mail
2 game.

1 44. The process of claim 32, wherein the first game move applied to the initiated
2 instance of the first E-mail game is displayed at the second game player site based on the
3 receipt of the E-mail message.

1 45. The process of claim 31 further comprises:
2 a process to receive a file on the server from the first game player site, the file
3 including data representing a first game move associated with an initiated instance of
4 the first E-mail game;

5 a process to produce an E-mail message that includes data representing the
6 server being ready to transmit an HTTP file that includes data representing the first
7 game move applied to the initiated instance of the first E-mail game; and

8 a process to transmit the E-mail message to a second game player site to
9 initiate a second game move of the initiated instance of the first E-mail by a second
10 player.

1 46. A game distribution system comprising:

2 a server capable of,

3 receiving a first E-mail game at a server site,

4 storing the received first E-mail game at the server site with a

5 previously stored second E-mail game,

6 providing access to the first and second E-mail games for retrieval, and

7 sending the first E-mail game, if requested by a first player, to a first

8 game player site for initiating an instance of the first E-mail game.

1 47. The game distribution system of claim 46, wherein the server is further capable
2 of:

3 receiving a file from the first game player site, the file including data
4 representing a first game move associated with an initiated instance of the first E-mail
5 game;

6 producing an E-mail message that includes data representing the first game
7 move applied to the initiated instance of the first E-mail game; and

8 transmitting the E-mail message to a second game player site to initiate a
9 second game move of the initiated instance of the first E-mail game by a second
10 player.

1 48. The system of claim 46, wherein the first E-mail game is received from an E-mail
2 game developer site.

1 49. The game distribution system of claim 46, wherein the server is further capable
2 of:

3 receiving a file from the first game player site, the file including data
4 representing a first game move associated with an initiated instance of the first E-mail
5 game;

6 producing an E-mail message that includes data representing the server being
7 ready to transmit an HTTP file that includes data representing the first game move
8 applied to the initiated instance of the first E-mail game; and

9 transmitting the E-mail message to a second game player site to initiate a
10 second game move of the initiated instance of the first E-mail game by a second
11 player.

1 50. A game distribution system comprising:

2 a first game player site capable of,

3 receiving an E-mail message from a server site, the E-mail message
4 associated with a first game move applied to an initiated instance of an E-mail
5 game;

6 producing a file that includes data representing a second game move
7 applied to the initiated instance of the E-mail game; and

8 transmitting the file to the server site to initiate a next game move of
9 the initiated instance of the first E-mail game.

1 51. The game distribution system of claim 50, wherein the E-mail message includes
2 data representing the first game move applied to the initiated instance of the E-mail game.

1 52. The game distribution system of claim 50, wherein the E-mail message includes
2 data representing the server being ready to transmit an HTTP file that includes data
3 representing the first game move applied to the initiated instance of the first E-mail game.